CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Cleric

DIVINE DOMAIN

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10

DEATH SAVES

SUCCESSES ○○○

FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

CHANNEL DIVINITY

Used Total

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○		
○	○	○	○	○				
○								

Cantrips Known

CANTRIPS & SPELLS KNOWN

Level	P
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○
	○

DOMAIN SPELLS

Level	Spells
1st	
3rd	
5th	
7th	
9th	

LEVEL 1

DIVINE DOMAIN FEATURE

LEVEL 2

CHANNEL DIVINITY FEATURE

LEVEL 2

CHANNEL DIVINITY: TURN UNDEAD

Action. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

LEVEL 5

DESTROY UNDEAD

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table below.

Cleric Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

LEVEL 6

DIVINE DOMAIN FEATURE

LEVEL 8

DIVINE DOMAIN FEATURE

LEVEL 10

DIVING INTERVENTION

Action. You call on your deity to intervene on your behalf. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

20th level: Your call for intervention succeeds automatically.

LEVEL 17

DIVINE DOMAIN FEATURE